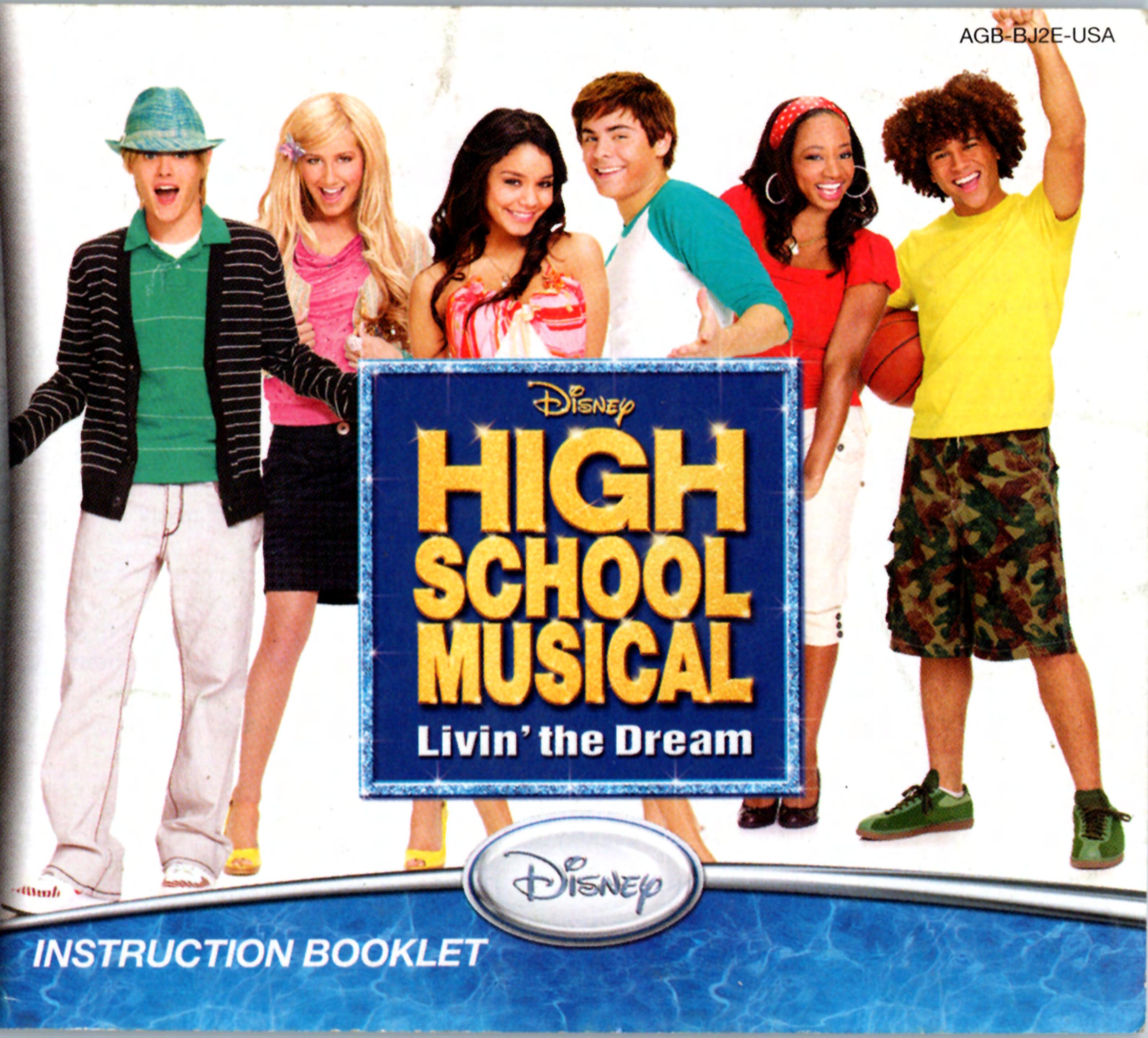


AGB-BJ2E-USA

GAME BOY ADVANCE



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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that this product is licensed or
manufactured by Nintendo. Always
look for this seal when
buying video game
systems, accessories,
games and related
products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY®
ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™
VIDEO GAME SYSTEMS.**

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This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

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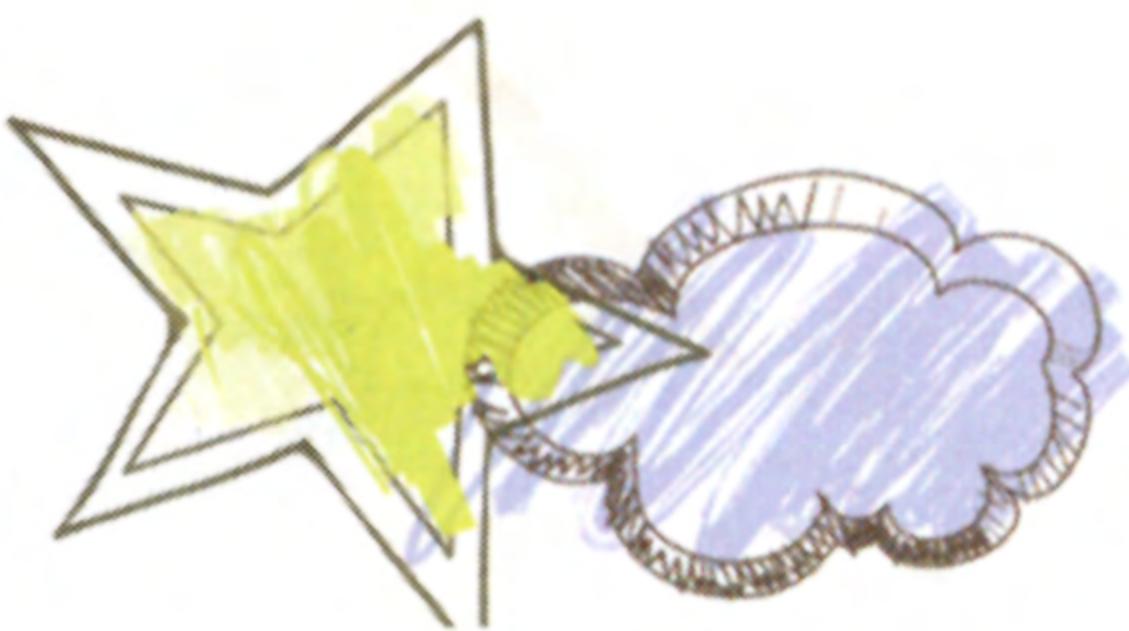
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Introduction

The High School Musical gang is taking their show on the road and entering a statewide talent contest.

At least, that was the plan until one dreamy afternoon when Gabriella discovers that their musical instruments and equipment have gone missing. Who would do such a thing? A lot of the Wildcats suspect Sharpay and Ryan. But Gabriella suspects the kids from West High.

The High School Musical cast and crew need YOU to help find the missing items in time for the show and figure out who *dunnit*. You'll be there to help them practice their signature moves too, as they try to keep their routines sharp for the competition.

Now take a deep breath and get ready to get'cha head in the game!



Getting Started

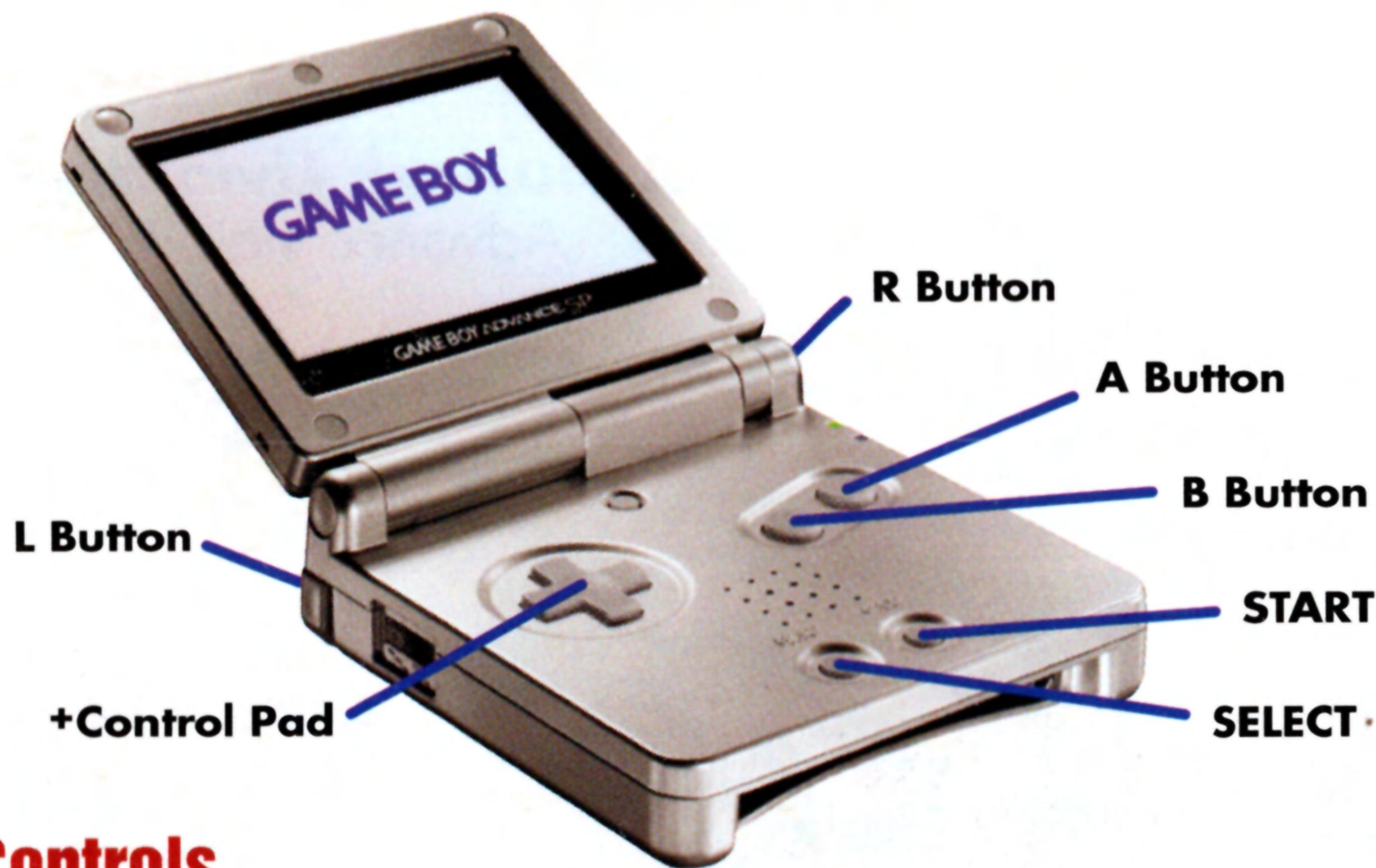
- 1 Make sure the **POWER** switch is **OFF**.
- 2 Insert ***Disney High School Musical: Livin' the Dream*** Game Pak into the Game Boy® Advance slot.
- 3 Turn the **POWER** switch **ON**.



NOTE: *Disney High School Musical: Livin' the Dream* Game Pak is designed for the Game Boy® Advance system.



Controls



Menu Controls

+Control Pad Left/Right

Highlight Menu Options

A Button

Select

Game Controls

High School Musical: Livin' the Dream is both a "who dunnit" and a "you dance it." Whether you're investigating or dancing, here are the buttons you need to be pushing!

Rhythm Controls

Dancing is all about timing. Keep your eyes on the screen and watch for button prompts to appear. When they appear, timing rings will change color from red to orange to dark green to bright green. Push your GBA buttons just as the colored timing rings around the button prompts turn bright green.

Dance Routine Scoring

If all of your button taps are perfect, you will earn a perfect 100% score.

Dark green taps aren't perfect, but they are good enough to earn some points. Orange taps are poor, and they will cost you some points. Tapping when the prompt is red is a miss — those really hurt your score.

At the end of each routine you will receive a letter grade ranking. A "D" grade lets you continue through the story, but an "A+" earns the most respect!

Investigation Controls

Trying to solve the mystery of the missing musical props is...mystifying! Luckily, learning what buttons to push is a dance in the park.

Run	+Control Pad Left/Right
Jump	B Button
Special Ability	A Button
Crouch and Move	+Control Pad Down and +Control Pad Left/Right
Open Doors	+Control Pad Up
Run	+Control Pad Left/Right
Climb Stairs	+Control Pad Up and +Control Pad Left/Right
Swing from Rails	B Button and +Control Pad Left/Right
Pause	START

Special Abilities

Each of the Wildcats has their own unique ability. Here's what happens when you press the Special Ability button (**A Button**) for each of them. All except for Ryan—his Special Ability button is extra special.

Gabriella	With her laptop, Gabriella can open locked doors.
Troy	On the court and off, Troy is pretty accurate with his jump shot. Maybe he can use it to turn switches on and off?
Sharpay	Diva Sharpay will put people in a daze with her amazing singing and sneak right past anyone!
Ryan	Ryan can jump sky-high. Double tap B Button to somersault in mid-air and really fly!

A Musical Note!

Musical notes you collect while investigating the missing musical instruments will boost your performance meter during the next dance routine.

The Main Menu

Use the **+Control Pad Up / Down** to highlight Story, Quick Play, Photos, or Options and press the **A Button** to select.

Story

Choose this to follow the story from beginning to end, dancing with the High School Musical cast and solving the mystery of the missing props.

Quick Play

Here you can replay any of the dance routines you have performed and unlocked in Story mode and try to improve your score. You can replay any of the mystery levels you have already solved too, and try to collect any photo shoot photos you may have missed.



Photos

As you search East High for the missing musical instruments, you will find photos from the High School Musical movies, too. This is where you will find them again after you've found them the first time!

Options

Open this to change the game's music and sound effects volume, or select Credits to find out who made ***Disney High School Musical: Livin' the Dream.***

Saving and Loading

Disney High School Musical: Livin' the Dream saves automatically after every dance routine or investigation level. Saved games are stored under individual "Profiles." You can create Profiles for up to three different players.

To load a previously saved game, choose its Profile from the Profile screen. The Profile screen opens right after the Title screen, before the Main Menu.

Customer Support Info

Internet Support

To access support for Disney Interactive Studios on the World Wide Web, point your browser to **www.disney.com/videogames** and click on “Support” at the top of the page.

Games Hints and Tips

Game hints and tips are available on our Customer Support website.

To access Game Hints and Tips on the World Wide Web, point your browser to **www.disney.com/videogames** and click on “Support” at the top of the page.

Mailing Address

If you wish to write us, our address is: **Disney Interactive Studios Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-9323.**

Telephone Support

You may contact Customer Support at **(888) 817-2962**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(888) 817-2962**.

Limited Warranty

Disney Interactive Studios warrants to the original consumer purchaser of the Game Pak that the medium on which the Game Pak is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Game Pak is sold "as is" without express or implied warranty of any kind, and Disney Interactive Studios is not responsible for any losses or damages of any kind resulting from use of this Game Pak. If a defect occurs during this ninety (90) day warranty period, Disney Interactive Studios will either repair or replace, at Disney Interactive Studios' option, the Game Pak free of charge. In the event that the Game Pak is no longer available, Disney Interactive Studios may, in its sole discretion, replace the Game Pak with a Game Pak of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Disney Interactive Studios' reasonable satisfaction, that the product was purchased within the last ninety (90) days. If you need to replace a user-damaged Game Pak, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a user-damaged Game Pak.

NINTENDO DS



EVERYONE



Mild Cartoon Violence

ESRB CONTENT RATING

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